What is claimed is:

1. A method of rendering a 2-D graphic object, having a
plurality of pixels, to a 3-D graphic object, comprising the
following steps of:
determining a directional relation corresponding to said
pixels, wherein said directional relation defines relations
between said pixels and edges of said 2-D graphic object;
generating z-axis parameters corresponding to said pixels
in response to said directional relation with an effect function,
wherein said effect function renders said z-axis parameters
responsive to a relation limit varied with directions of said
directional relation; and
rendering said 3-D graphic object in response to said 2-D
graphic object and said z-axis parameters.

2. The method as claimed in claim 1, wherein each of said
pixels comprises red data, blue data, green data and alpha
channel data.

3. The method as claimed in claim 1, wherein each of said
directional relation defines relative edge positions of said
2-D graphic object closest to said pixels.

4. A method of rendering a 2-D graphic object, having a
plurality of pixels, to a 3-D graphic object, comprising the
following steps of:
determining a directional relation corresponding to said
pixels, wherein said directional relation defines relations
between said pixels and edges of said 2-D graphic object;
generating z-axis parameters corresponding to said pixels
in response to said directional relation with an effect function,
wherein said effect function renders said z-axis parameters

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10 responsive to a mapping table defining offset values of said

11 z-axis parameters; and

12   rendering said 3-D graphic object in response to said 2-D

13 graphic object and said z-axis parameters.

1   5. The method as claimed in claim 4, wherein each of said

2 pixels comprises red data, blue data, green data and alpha

3 channel data.

1   6. The method as claimed in claim 4, wherein each of said

2 directional relation defines relative edge positions of said

3 2-D graphic object closest to said pixels.

1   7. A method of rendering a 2-D graphic object, having a

2 plurality of pixels, to a 3-D graphic object, comprising the

3 following steps of:

4   determining a directional relation corresponding to said

5 pixels, wherein said directional relation defines relations

6 between said pixels and edges of said 2-D graphic object;

7   generating z-axis parameters corresponding to said pixels

8 in response to said directional relation with an effect function,

9 wherein said effect function renders said z-axis parameters

10 responsive to a relation limit varied with directions of said

11 directional relation, a contour curve, and a mapping table

12 defining offset values of said z-axis parameters; and

13   rendering said 3-D graphic object in response to said 2-D

14 graphic object and said z-axis parameters.

1   8. The method as claimed in claim 7, wherein each of said

2 pixels comprises red data, blue data, green data and alpha

3 channel data.

1   9. The method as claimed in claim 7, wherein each of said

2   directional relation defines relative edge positions of said

3   2-D graphic object closest to said pixels.